What is Playtime®?

The time Link Starbureiy spends working on the Egglepple® Portfolio is split into two designated 'seasons'. The first season runs from March 5 - August 31, and is called '*Funshine*'. The second season runs from September 1 - March 4, and is called '*Toonlight*'. These terms, '*Funshine/Toonlight*™' are a play on the words 'sunshine' and 'moonlight'. Depending on how you count (*i.e.*, taking into account the leapyear), '*Toonlight*' always has 5 or 6 more days, per annum (the math works out such that March 5 - August 31 is exactly 180 days, versus the remaining 185-6). To balance this disparity, the first 5 days of September are dedicated to fans of the Portfolio in a period called Playtime®.

Playtime® is a multiple-day conference where, just like any other materials-oriented conference, attendees get the opportunity to interact amongst themselves. To the extent that all of the Egglepple® projects for the current year through '*Funshine/Toonlight*™' are on display, Playtime® is also an exposition (expo). Playtime® 2010 is different in that this is the first conference and/or expo of its kind and scope to be held exclusively online.

This is possible through the use of Google Wave*. Google Wave is a real-time collaboration and communication tool that lets participants of a shared space - called a *wave*, interact with both the content and the content provider. You are welcome to learn more about Google Wave by visiting this website.

All of the main characters of the Portfolio are represented with online avatars during Playtime®, making it possible that participants will get the chance to virtually interact with them freely during any breakout session. Because this is a privilege, there is a substantial registration fee. Also, the number of registrants is limited. The only entrance requirements are that the registration fee be paid up front, and that the participant(s) obey the terms of service outlined by the product host.

Registration for Playtime® 2010 is due to begin worldwide on July 31, 2010.

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